Unrecognized Neutrino Bias Effect Described in 5 January 2024 Provides Solution to Three Body Problem

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Simon Edwards
Research Acceleration Initiative

Introduction

Physicists have struggled to muster an adequate explanation accounting for stable three-body systems such as trinary star systems which, although rare, should be more rare and more transient than real-world observations suggest. Deficiencies in physics modeling are responsible for this incongruity. This topic is also relevant to understanding the stability of natural planetary satellites especially in the context of planets with multiple satellites as well as solar systems in which planets traverse through non-aligned orbital planes.

Abstract

In the previous publication of 5 January 2024, it was explained that when objects move at sufficient velocity i.e. “relativistic” velocities, quantum gravitational particles i.e. neutrinos have a tendency to strike the nuclei of atoms at an off-center angle, similar to the way in which a cue ball may strike another in a game of billiards in order to cause it to be diverted in a non-linear fashion.

It was explained that this effect is responsible for the heretofore unexplained acceleration exhibited by distant galaxies and the overall tendency for stars and galaxies to become increasingly distant from one another over time despite the intuitive presupposition held by many that mutual gravitational attraction should cause matter to coalesce universally. Under the right conditions, this bias could be brought about purposefully in order to convert the intrinsic gravity of a space probe into its own form of propulsion i.e. storing large numbers of positrons within a positron suspension matrix in the fore of the vessel.

In natural systems, stable three-body systems such as trinary star systems could easily be accounted for by taking into account biasing effects introduced by the the positive electrical charge of the atoms of other stars in the trinary star system upon the strike-angle of neutrinos impacting nuclei of the atoms of a given star.

Although the gravitational field of one star would tend to pull the others toward it through mutual attraction, the positive electrical charge of the nuclei are, in reality, biasing the trajectory of neutrinos already in flight, causing the neutrinos to follow a curved rather than linear trajectory i.e. if light can be bent by a gravity field, gravity can be bent by a gravity field as gravity is prompted by neutrinos and photons are composed of neutrinos. In addition to a biased strike angle as in the case of a positron suspension matrix, this effect causes many of the neutrinos to miss their mark entirely. The proximity of three gravitational bodies to one another results in the net weight of the objects to be slightly reduced although their mass remains

unchanged due to interaction with a smaller absolute count of neutrinos. Some portion of these neutrinos could be predicted to be ejected from the system entirely and could escape into surrounding space and might even be detected as gravity waves from our perspective, allowing for confirmation of the hypothesis. These two effects work in conjunction in order to produce the phenomenon of quasi-stable three-body systems.

The only exception to this effect bias-induced stabilizing effect would be a situation in which all three components were positioned in a perfect geometric configuration analogous to the vertices of a perfect equilateral triangle with complementary vectors, in which case, this effect would be self-cancelling and the bodies would likely then converge into a single body as predicted by extant models. So long as the bodies are positioned asymmetrically, they may continue to persist as separate bodies for a longer time than current physical models would suggest. The stability of the systems require a degree of asymmetry, interestingly.

Conclusion

Physical models should be updated to account for the fact that in a three-body system, massive objects are pushed not toward the average of the position of the three bodies, but are each, discretely, pushed toward a position which is the average position of the three bodies again averaged with the remaining two bodies. Taking this into account, three-body systems may be accurately modeled. This problem may have some practical application in the area of inertial navigation. If a three-body system of nanoscopic scale could be created which behaves in a manner similar to astronomical three-body systems, their behavior could be used to indicate the movement of the overall systems through three-dimensional space by analyzing the disparity between the observed behavior and the predicted behavior of the system when the overall mechanism is physically stationary.